

BT Pairing with RaspberryPi (v4.0.1_Bluetooth_Beta)

Please use this document to connect your RaspberryPi (Pi) running RetroPie to the AtGames' Legends Ultimate (ALU) controls over Bluetooth (BT). **Note: 1P/2P, trackball, spinner controls are supported in this release.**

Preparation

- Please load RetroPie OS on your own Pi, along with your games
- Connect a USB controller or keyboard to Pi to navigate its menu before establishing the BT connection.

Instructions

Connecting to Pi

- Plug your Pi into one of the HDMI inputs on the arcade and power the Pi on.
- Press the HDMI select button to switch to the correct HDMI channel (green LED is left, red is right HDMI port) for Pi.
 - On the Pi menu, go-to "**Configure BT Devices**".
- Press the HDMI select button to switch to the arcade input (blue LED).
 - Select [**Settings**] > **BT Client**. Switch to client mode and apply to set arcade as BT controllers.
- Press the HDMI switch button to go back to the Pi input.
 - Go to [**Settings**] > "**Connect to Bluetooth Device**".
 - Search for a device name similar to "HA8800-xxxx" and connect to it.
- Go to [**Settings**] > "**Set up udev rule for Joypad (required for joypads from 8Bitdo etc)**"
 - Choose the "HA8800-xxxx" from the list and follow the on-screen prompt
 - You'll be asked to restart your Pi
- Pi should now be connected to the ALU controls.

Reconnection to Pi

If your ALU has been connected to the Pi before do the following steps to reconnect it to your Pi

- Plug your Pi into one of the HDMI inputs on the arcade and power the Pi on.
- Press the HDMI select button to switch to the correct HDMI channel (green LED is left, red is right HDMI port) for Pi.
 - On the Pi menu, go-to "**Configure BT Devices**".

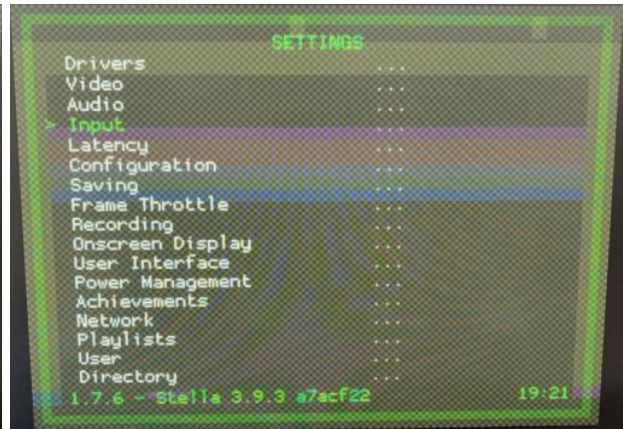
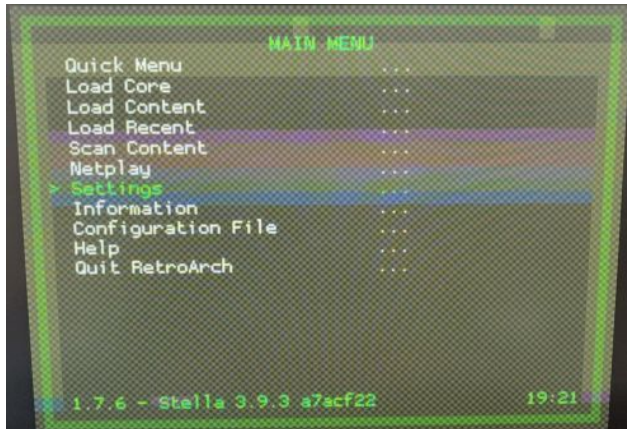
- Press the HDMI select button to switch to the arcade input (blue LED).
 - Select **[Settings] > BT Client**. Switch to client mode and apply to set arcade as BT controllers.
- Press the HDMI switch button to go back to the Pi input.
 - Go to **[Settings] > "Connect now to all registered devices"**.
- Pi should now be connected to the ALU controls.

Mapping ALU control buttons

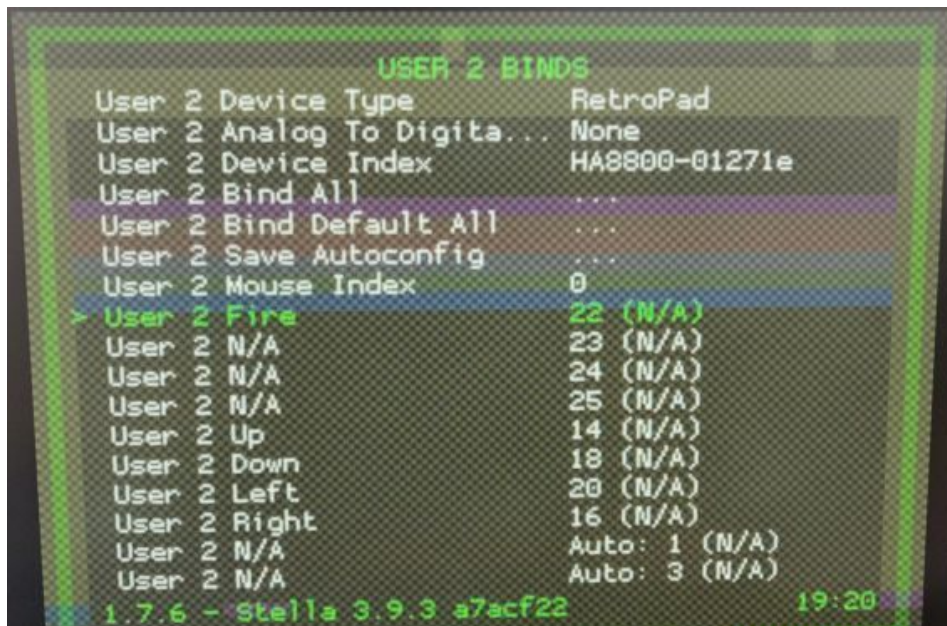
- Please open the Pi settings and map all the 1P and 2P controls.
 - The 2P controls (including joystick) are mapped to button 14~28, make sure they're all mapped to something.
 - Make sure Hotkey is mapped, you'll need it in the next step.



- Exit the Pi settings and go into any game.
- Once you're in the game, press [Hotkey] + [X] to bring up quick menu
- Navigate to Settings > Input > User 2 Binds.



- In the user 2 binds menu, make sure your set the device type and device index to match the screenshot below.



- Select "User 2 Bind All" to map your 2P controls to a virtual User 2 device following the prompt (or manually map it yourself).

- You should be able to use the P2 controls in 2-player games now.

Note

- Bluetooth Host mode is not fully supported in this release, please refrain from using it
- Please power cycle your arcade after the firmware update to enable BT connectivity.
- If you lose connectivity, please remove the device from Pi's BT list and follow the instructions again.
- v4.0.1_Bluetooth_Beta is a beta release specifically made for BT connections, other features are not guaranteed to work
- This guide was done using a Raspberry Pi 3B+, it may not be 100% compatible with other Pi models.